

In the Claims

This listing of claims will replace all prior versions, and listings,

1. (Currently Amended) A method for effecting a connection between a user node on a first network and a destination node on the first network with an audio program provided via the first network from a content provider at a content provider node on the first network, wherein the user node and destination nodes as well as the content provider node are all on a common network using a common network communication protocol, comprising the steps of:

playing at the user node the audio program provided via the first network from the content provider node, the audio program having perceivably embedded therein a unique header code; detecting the unique header code at the user node during the playing of the audio program at the user node;

in response to detecting the output of the unique header code during playing of the audio program at the user node, assembling the unique header code into a message packet for transmission to an intermediate node on the first network; and

causing the user node to be interconnected with the destination node without user intervention over the first network such that the destination node can transmit information to the user node.

2. (Previously Presented) The method of Claim 1, wherein the step of causing the destination node to be connected to the user node comprises the steps of:

matching the information regarding the unique code transmitted to the intermediate node from the user node with routing information stored in a routing database at the intermediate node, which routing information defines a location on the first network of a plurality of destination nodes, the routing information in the routing database, such that the routing database provides a relationship between the unique header code in the audio program and the routing information to the destination node; and

if there is a match, then causing the destination node and the user node to be connected together such that the destination node can transfer information to the user node.

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3. (Currently Amended) A method for effecting a connection between a user node on a first network and a destination node on the first network with an audio program provided via the first network from a content provider at a content provider node on the first network, wherein the user node and destination nodes as well as the content provider node are all on a common network using a common network communication protocol, comprising the steps of:

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playing at the user node the audio program provided via the first network from the content provider node, the audio program having perceivably embedded therein a unique header code; detecting the unique header code at the user node during the playing of the audio program at the user node;

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in response to detecting output of the unique header code during playing of the audio program at the user node, without user intervention assembling the unique header code into a message packet and transmitting information regarding the unique header code over the first network to an intermediate node on the first network;

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matching the received information regarding the unique header code with routing information stored in a database at the intermediate node, which routing information defines the location on the first network of a plurality of destination nodes, the database having stored therein a correspondence between unique header codes and select ones of the destination nodes; and

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if there is a match between the received unique header code and a unique header code stored in the database, causing the destination node and the user node to be connected over the first network with the corresponding routing information, such that the destination node can transmit information to the user node.

4. (Previously Presented) The method of Claim 3, wherein the unique header code is an audible code.

5. (Previously Presented) The method of Claim 3, wherein the unique header code comprises a unique tone.

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6. (Canceled)

7. (Previously Presented) The method of Claim 3, wherein the first network comprises a global communication network.

8. (Previously Presented) The method of Claim 3, wherein the step of causing the destination node and the user node to be connected if there is a match comprises:

transmitting back to the user node the routing information determined to be stored in the database and corresponding to the received unique header code as associated with the information
5 regarding the unique header code at the intermediate node;

the user node utilizing the received routing information to effect a connection to the destination node from the user node; and

the destination node, in response to being connected to the user node via the routing information, operable to transfer information to the user node.

9. (Previously Presented) The method of Claim 8, wherein the user node further includes user ID information that uniquely identifies the user node, and wherein the database at the intermediate node includes a stored profile which is associated therein with the user ID information of the user node, and wherein the step of transmitting information regarding the unique code over the first network to the
5 intermediate node also includes transmitting the user ID information to the intermediate node and the step of matching the information regarding the unique header code with the routing information in the database further comprises matching the received user ID information of the user node with stored profile information associated with the received user ID information, and wherein the step of transmitting back to the user node the routing information further includes appending to the routing information the stored
10 profile information, wherein the stored profile information is transmitted to the destination node via the user node.

10. (Currently Amended) A system for effecting a connection between a user node on a first network and a destination node on said first network with an audio program provided via said first

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network from a content provider at a content provider node on the first network, wherein the user node and destination nodes as well as the content provider node are all on a common network using a common

5 network communication protocol, comprising:

a unique header code perceivably embedded in said audio program provided via said first network from the content provider node, said audio program playing at said user node;

a detector for detecting said unique header code at said user node during play of said audio program at said user node when received; and

10 wherein said detector detects the output of said unique code during play of said audio program at said user node assembles said unique header code into a message packet for transmission to an intermediate node on said first network and causes said user node without user invention to be interconnected with said destination node over said first network such that said destination node can transmit information to said user node.

11. (Previously Presented) The system of Claim 10, wherein information regarding said unique header code is transmitted over said first network to said intermediate node on said first network, and said information regarding said unique header code transmitted to said intermediate node from said user node is matched with routing information stored in a routing database at said intermediate node, 5 which said routing information defines a location on said first network having a plurality of destination nodes, said routing information in said routing database such that said routing database provides a relationship between said unique header code in said audio program and said routing information to said destination node, and if there is a match, then causing said destination node and said user node to be connected together such that said destination node can transfer information to said user node.

12. (Currently Amended) A system for effecting a connection between a user node on a first network and a destination node on said first network with an audio program provided via said first network from a content provider at the content provider node on the first network, wherein the user node and destination nodes as well as the content provider node are all on a common network using a common 5 network communication protocol, comprising:

a unique header code perceivably embedded within said audio program provided via said

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first network from the content provider node, said audio program playing at said user node;

a detector for detecting said unique header code at said user node during play of said audio program at said user node when received;

10 an intermediate node disposed on said first network for receiving information regarding said unique header code, said information regarding said unique header code being assembled into a message packet and transmitted without user intervention over said first network to said intermediate node in response to said detector detecting output of said unique header code during play of said audio program at said user node;

15 routing information stored in a database at said intermediate node, such that said routing information is matched with said received information regarding said unique header code, which said routing information defines a location on said first network having a plurality of destination nodes, said database having stored therein a correspondence between said unique header codes and select ones of said destination nodes; and

20 if there is a match between said received unique header code and a said unique header code stored in said database, causing said destination node and said user node to be connected over said first network with the corresponding said routing information such that said destination node can transmit information to said user node.

13. (Previously Presented) The system of Claim 12, wherein said unique header code is an audible code.

14. (Previously Presented) The system of Claim 12, wherein said unique header code comprises a unique tone.

15. (Canceled)

16. (Previously Presented) The system of Claim 12, wherein said first network comprises a global communication network.

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17. (Previously Presented) The system of Claim 12, wherein if there is a match, said routing information determined to be stored in said database and corresponding to said received unique header code as associated with said information regarding said unique header code at said intermediate node is transmitted back to said user node, said user node utilizing said received routing information to effect
5 a connection to said destination node from said user node, said destination node in response to being connected to said user node via said routing information is operable to transfer information to said user node.

18. (Previously Presented) The system of Claim 17, wherein said user node further includes user ID information which uniquely identified said user node, and wherein said database at said intermediate node includes a stored profile which is associated therein with said user ID information at said user node, and wherein said user ID information is transmitted to said intermediate node, the
5 received said user ID information of said user node is matched with stored profile information associated with said received user ID information, and wherein said stored profile information is appended to such routing information such that said stored profile information is transmitted to said destination node via said user node.

19. (Currently Amended) The method of Claim 1, wherein the unique header code is an audible code.

20. (Currently Amended) The system of Claim 10, wherein said unique header code is an audible code.

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